ROCKY

LEGENDS™

TEEN
T
CONTENT RATED BY ESRB

Metro Goldwyn Mayer
MGM INTERACTIVE

UBISOFT™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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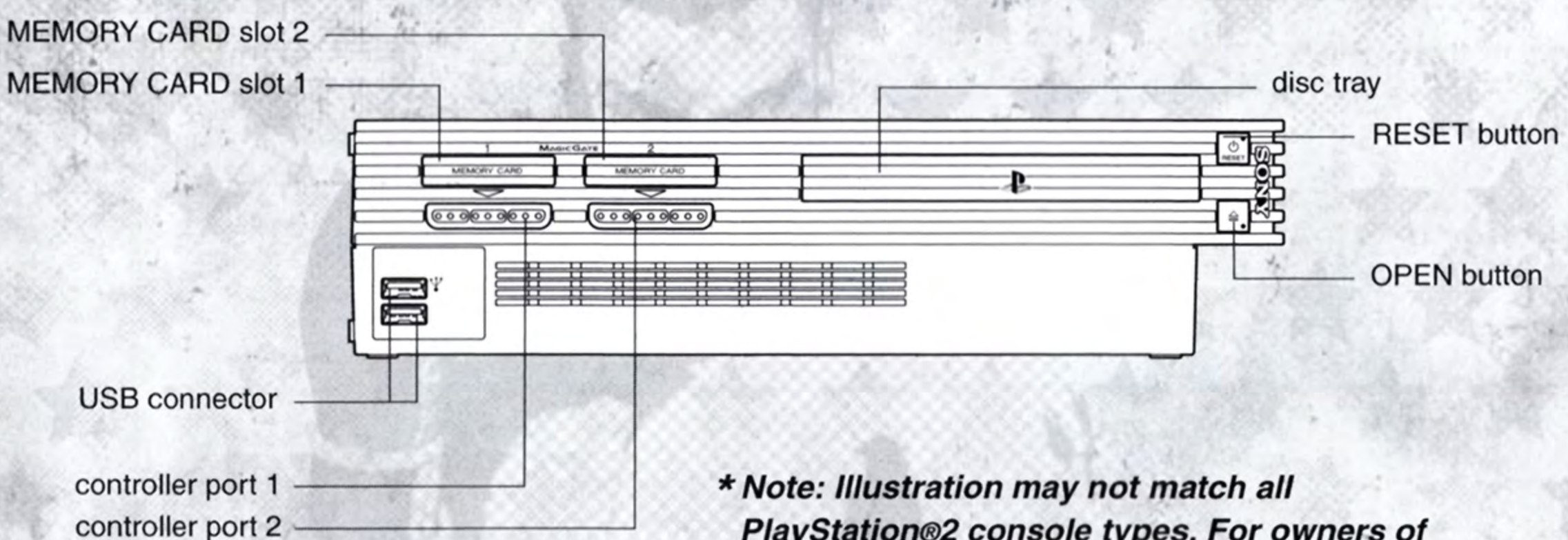
GETTING STARTED



**** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.***

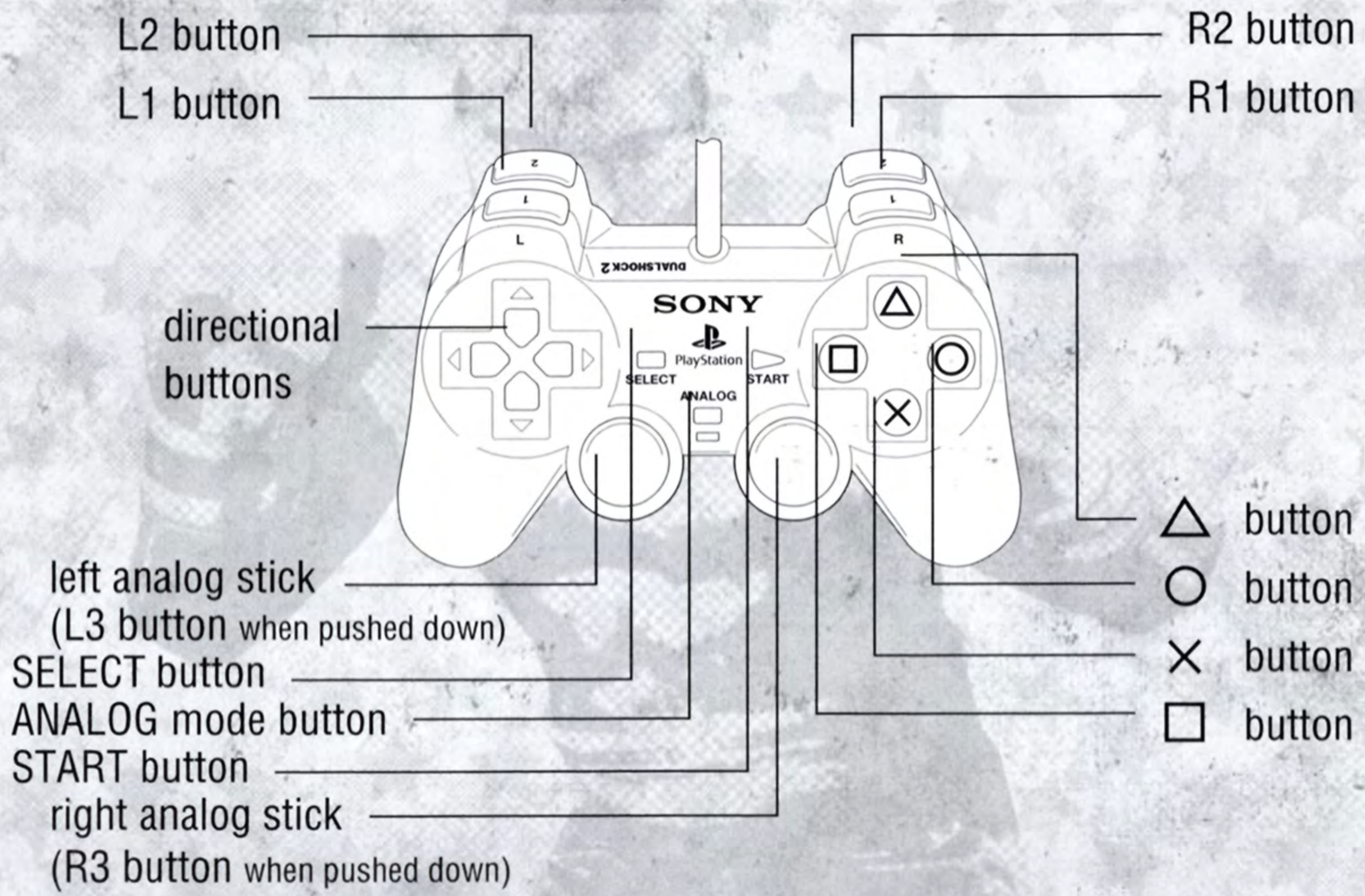
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Rocky Legends™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the ⊗ button to select a button, go to the next screen, or change the current option.
- Within any submenu, press the △ button to return to the previous screen.

Gameplay Controls

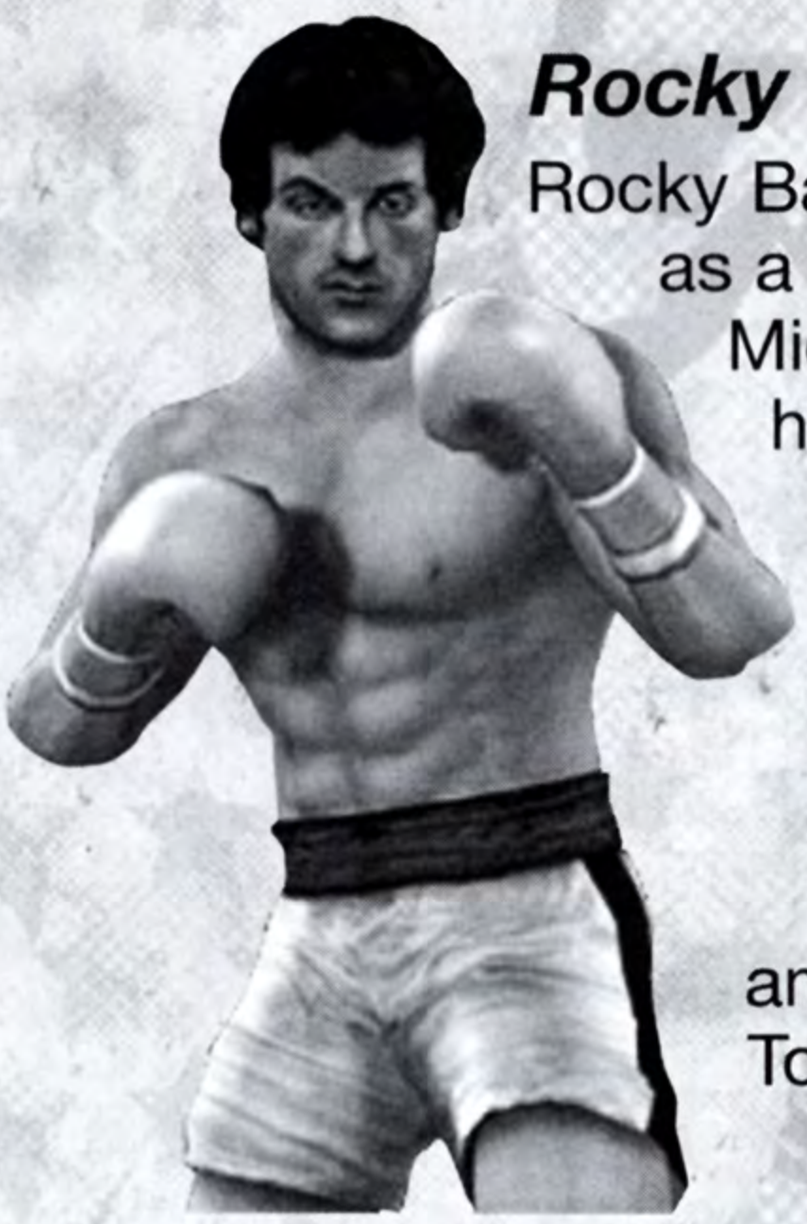
These are the basic commands for the default controller configuration (controller setting 1). See the Playing the Game section for more info on combos and other fight moves.

L1 button:	Block
directional buttons/left analog stick:	Move character
SELECT button:	Taunt
L1 button + SELECT button:	Push
START button:	Pause; in-game options
R1 button:	Uppercut
△ button:	High right punch
○ button:	Low right punch
⊗ button:	Low left punch
□ button:	High left punch

INTRODUCTION

Follow your favorite character – Rocky Balboa, Apollo Creed, Clubber Lang, or Ivan Drago – from his raw beginnings up to the final showdown with his personal nemesis. Each character's Career mode is based on a ranking chart system that shows the player's current standing. The aim is to reach the title of World Champion at the top of the chart.

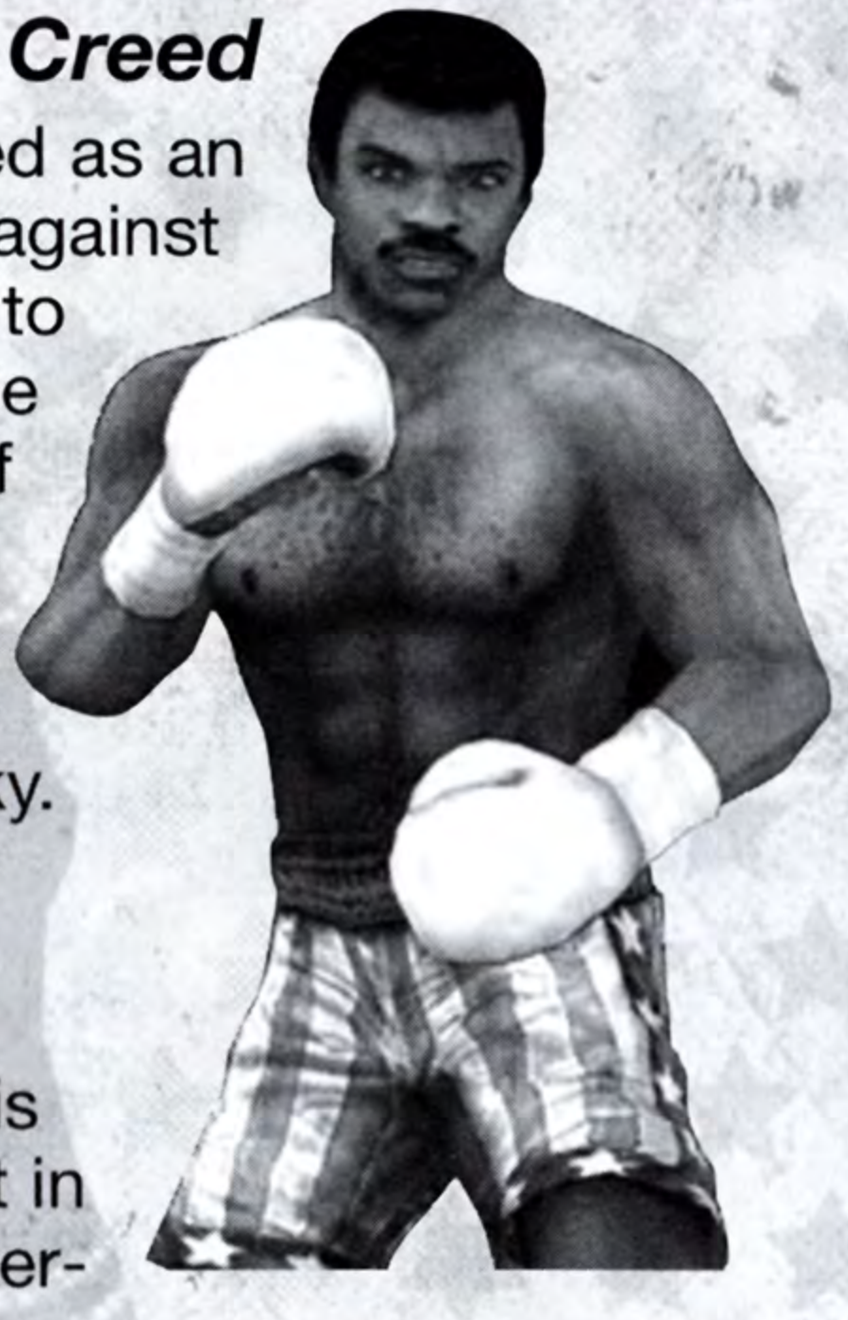
CHARACTERS



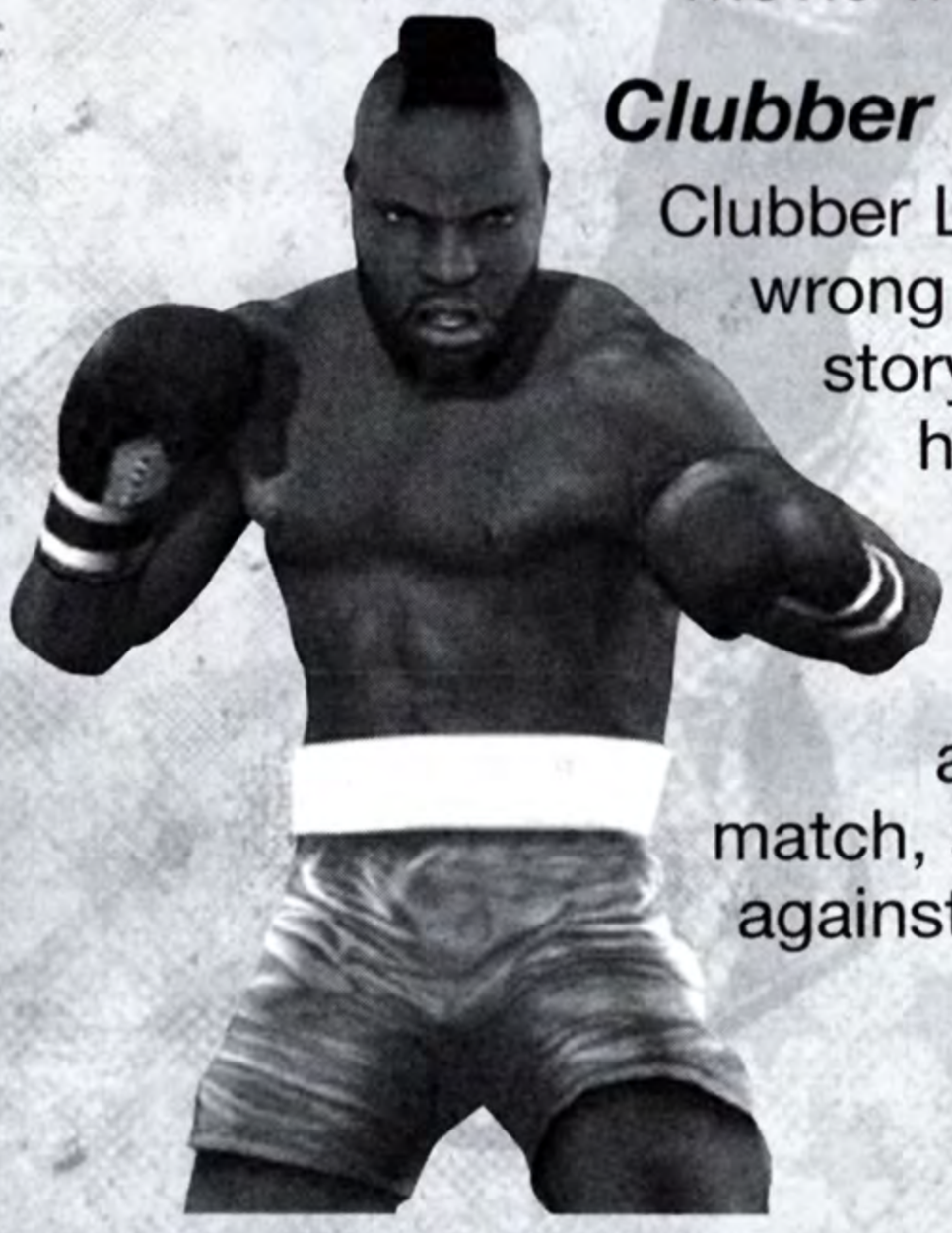
Rocky Balboa

Rocky Balboa's storyline follows him from his early years as a young street fighter through to his joining Mickey's gym and working his way to the top of his profession via a lucky match with the heavyweight champion of the world – Apollo Creed. Once at the top, can he continue his dominance of the heavyweight division?

Apollo Creed



We first see Apollo Creed as an amateur champion fighting against Tony, whom he then invites to become his trainer as he turns pro. After a series of fights staged at locations such as Times Square and Las Vegas, his story finishes at the climax of the first *Rocky* movie with his defeat of Rocky.

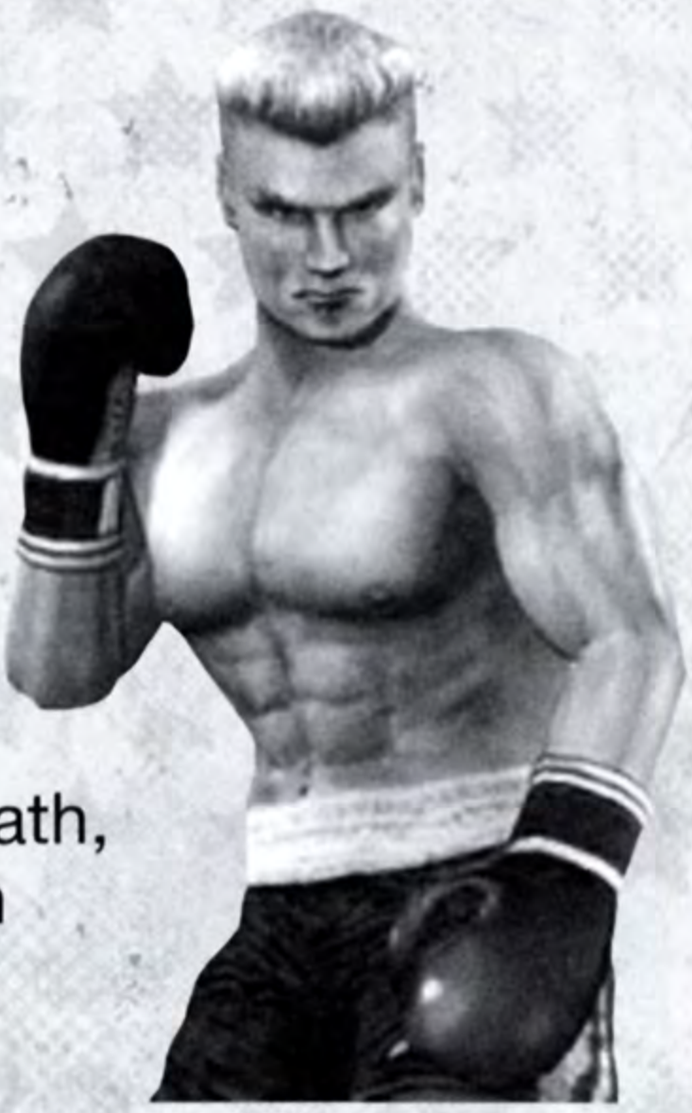


Clubber Lang

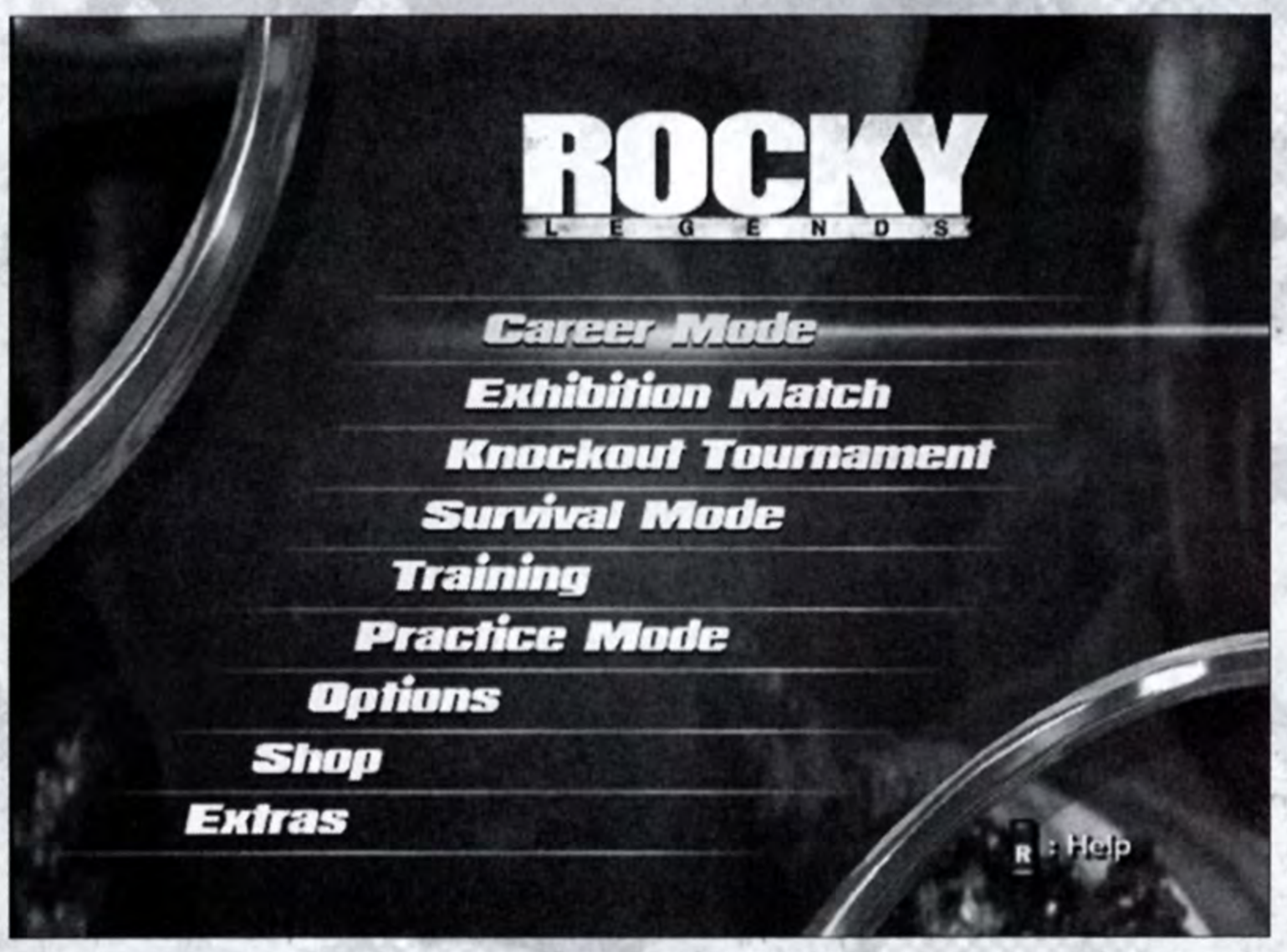
Clubber Lang comes from the wrong side of the tracks. His story starts at a low point in his life with him incarcerated. His success in the ring provides him with a way out and into the big time. He stages a fight at the art museum steps to provoke Rocky into a match, and his story climaxes with the showdown against Rocky in New York from *Rocky III*.

Ivan Drago

Ivan Drago's storyline follows him from a raw recruit at a special military training camp to the high-tech facility that becomes his home as his trainers build him into the ultimate fighting machine. His fight locations use the old-style soviet iconography and often have a military feel, with fights set on the deck of a warship at sea, in a tank factory, etc. His second-to-last fight against Apollo in Vegas results in Apollo's death, leading to the final grudge match against Rocky in Moscow from *Rocky IV*.



GAME MENUS



Once you have selected a language, the game will launch, taking you to the Main Menu, where you can choose a game mode, view the gallery, or change your game options.

Main Menu

Career Mode

In Career mode, you can choose to play as Rocky, Apollo, Clubber, or Drago.

On completing the first fight, you will see a ranking chart with you at the bottom, in 25th place. From there, you can opt to fight either the 24th-, 23rd-, or 22nd-ranked boxer, moving up through the ranks at a maximum of three positions per fight. For example, if you are ranked 23rd and defeat the boxer ranked 21st, you move up to 21st and your opponent moves down a rank to 22nd. If you lose, you stay at 23rd.

Once you enter the top 10, you can only challenge boxers up to two positions ahead of you on the chart. This means you can move up a maximum of two positions per fight. If you lose a bout, you'll either

stay put or drop one rank, depending on how the CPU opponents shuffle positions in the chart.

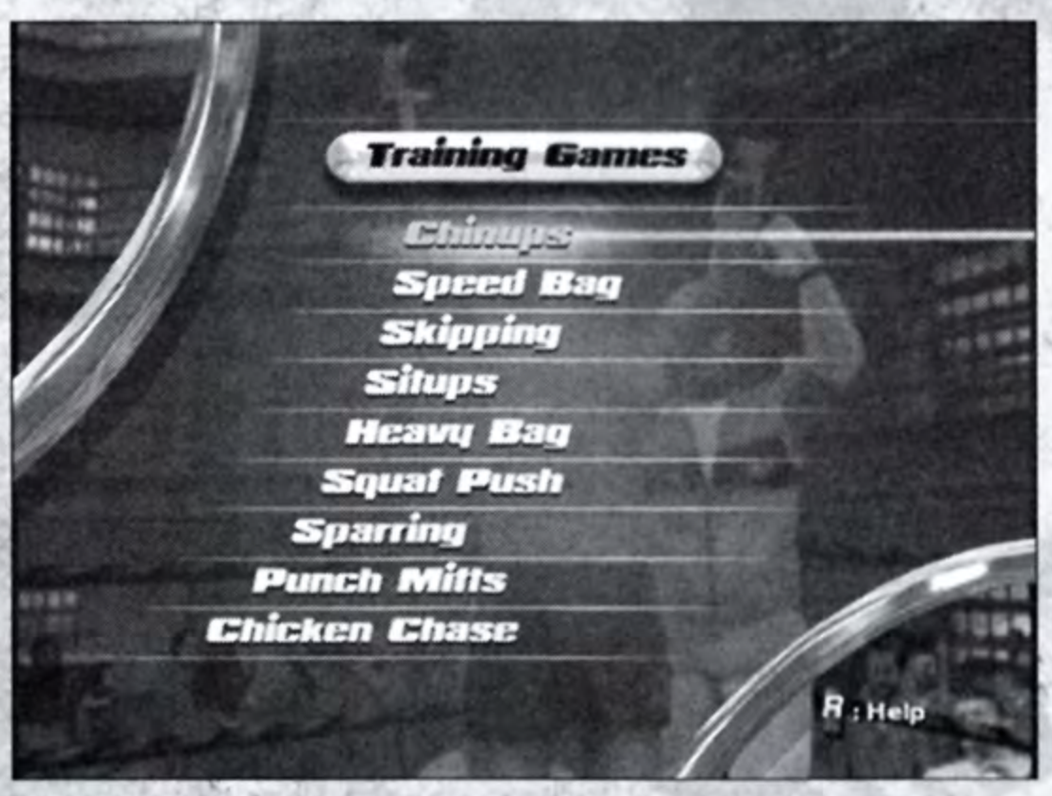
When choosing whom to challenge, your decision will also be influenced by the number of months until the fight, which is displayed on the ranking chart for each available opponent. This will typically be between one and three months, and it determines the number of training games in which you can take part before your scheduled fight. You must judge if you have enough time to train and get your physical stats where they need to be before tackling your opponent.

Exhibition Match

In Exhibition mode, you can pit any of the characters you have unlocked against one another.

Knockout Tournament

The Knockout Tournament mode generates a random series of fights that you must win to take the World Championship heavyweight belt. There are three levels to complete.



Training

The training games were a popular feature of the first game, and we have expanded them to allow you to train as each of the four main characters. Each character has his own gym, his own team, and a unique training game. The core games are sit-ups, punch mitts, skipping, heavy bag, and speed bag, with the addition of chin-ups for Clubber, who trains alone in a dark, run-down gym; a squat push machine for Drago, who trains at a high-tech soviet facility; and a special version of sparring for Apollo, who trains at his palatial gym with Tony. As Rocky, you can unlock the ability to “chase the chicken.” See the Training section for more information.

Practice Mode

Practice mode allows you to practice against other fighters with no time limits and no winners or losers. It's your chance to polish your skills and try out those combos before you have to use them for real. A help system guides you to the special moves for each player.

Options

This is where you can configure many of the game options.

Shop

In the shop, you can spend all the credits you win while playing. Use them to unlock new fighters, new arenas, and specific bonuses such as movie trailers.

Extras

In the Extras section, you can view boxer bios, venue descriptions, and unlocked *Rocky* movie trailers; listen to unlocked boxer introduction tunes; view records and replays; and see the game credits.

Survival Mode

Survival mode (once unlocked), allows you to fight in an infinite timed bout against an unlocked random opponent in a random arena, using normal game rules. The aim is to knock down as many opponents as possible, one after another, and achieve a high score. Get knocked down once and you're out.

Options Menu

This menu allows you to adjust game options and to save and load game configuration data.

Controller Setup

Select Controller Layout to choose from four preset control-configuration layouts. You can also enable or disable controller vibration from this screen. The default controller setup is layout A with vibration on.

Audio Options

This submenu lets you raise or lower the volume of in-game sound. The default settings are all full volume, except for crowd volume, which is set at 75%.

- **Music volume:** Empty/Full bar
- **SFX volume:** Empty/Full bar
- **Crowd volume:** Empty/Full bar

Game Settings

- **Boxer Intros:** Turning Boxer Intros off disables the walk-ins in Exhibition mode and Knockout Tournament mode (the default setting is On).
- **Three-Knockdown Rule:** When this is turned on, a boxer is automatically TKO'd after the third knockdown in a single round (the default setting is On).

- **Saved by the Bell:** When this is turned on, a boxer who has been knocked down can be saved by the bell ringing to end the round while he's still on the canvas (the default setting is On).
- **Round Length:** Set the round length for each fight in Exhibition mode between 30 and 180 seconds, or choose an infinite round length (the default length is 60 seconds).
- **Number of Rounds:** Set the number of rounds for each fight in Exhibition mode between 1 and 15.
- **COM Skill:** Set the COM Skill level in single-player Exhibition mode matches at Novice, Contender, or Champ (the default setting is Contender).

Load/Save Options

Load/Save Options allows you to load or to save option configurations to or from your memory card (8MB)(for PlayStation®2), along with any unlocked characters, arenas, and secrets.

PLAYING THE GAME

From the Main Menu, select Career mode and press the ⊗ button. When playing for the first time in a gameplay session, you can choose to either begin a new game or continue a saved game from a previously saved file. Resume Game allows you to continue from the place you left off when returning to Career mode during a gameplay session.

Starting a New Game

If you select Begin New Game, you must first choose a difficulty level. You can then enter your name using the directional buttons to select a character and the ⊗ button to confirm. Once you have entered your name, select Done to launch Career mode.

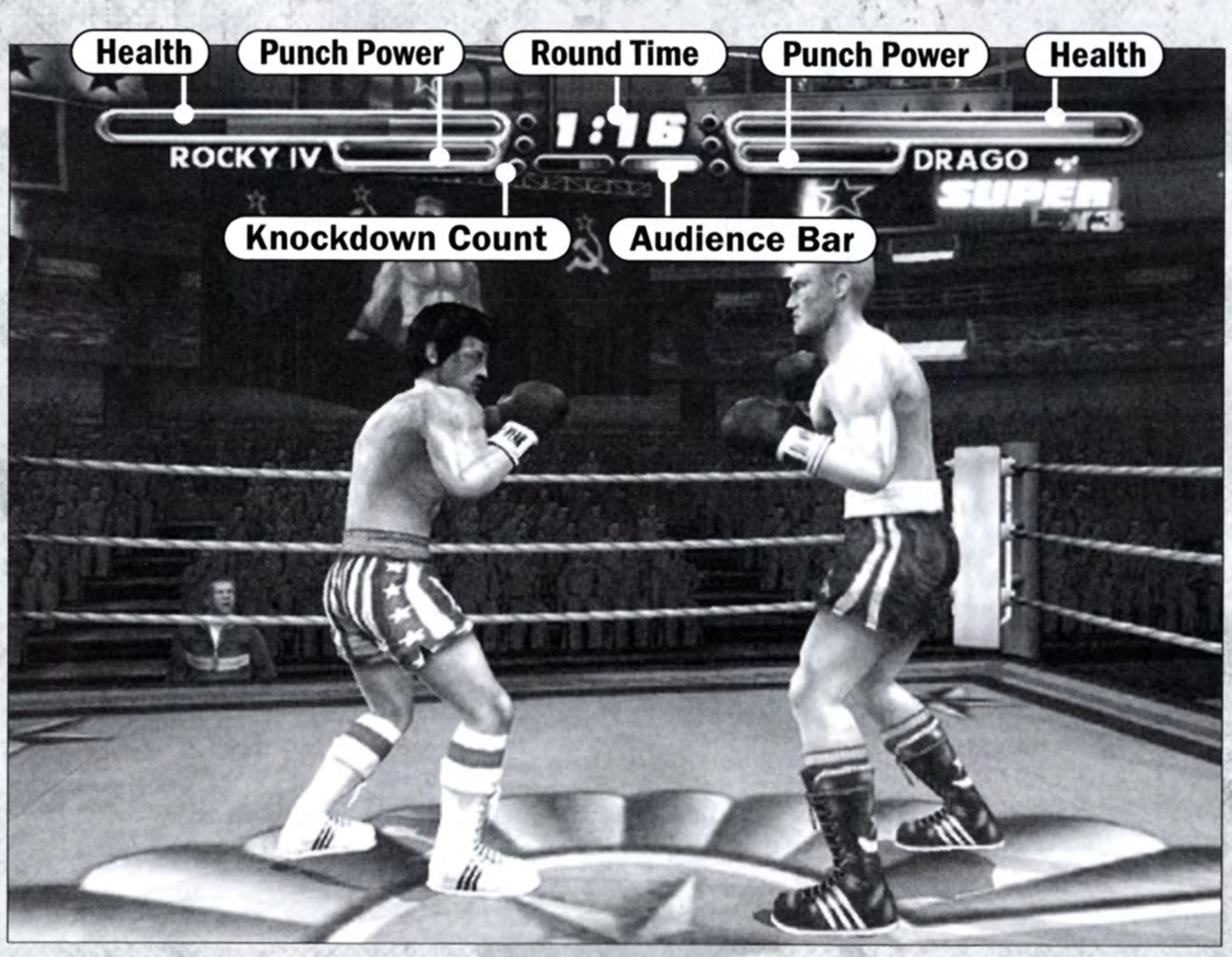
Loading a Game

Select Continue Saved Game to continue a saved game from a previously saved file.

Saving a Game

As you win each fight, you will be offered the chance to save your progress, continue (without saving), or quit to the Main Menu. Saves can be made to your memory card (8MB)(for PlayStation®2).

In-Game Interface



Round Time

This displays the time left before the round ends.

Health and Punch Power Meters

Each boxer has his own Health and Punch Power meters located at the top of the screen. These meters will rise and fall during the fight.

Each boxer's Health bar (green) shows his potential and actual health at the same time. Potential health is shown as a darker bar and depicts the maximum health you could regain if not hit during the round. Actual health is shown as a lighter bar and depicts your current health status during the round; if this bar is reduced to zero from a series of blows, your boxer will be knocked down.

Keeping an eye on the current level of the Punch Power meter (blue) is essential for throwing powerful punches. Each time you throw a punch, a small amount of Punch Power will be lost, but it will recover when you are not throwing punches. Try to keep your Punch Power meter as full as possible when throwing combos to inflict maximum damage.

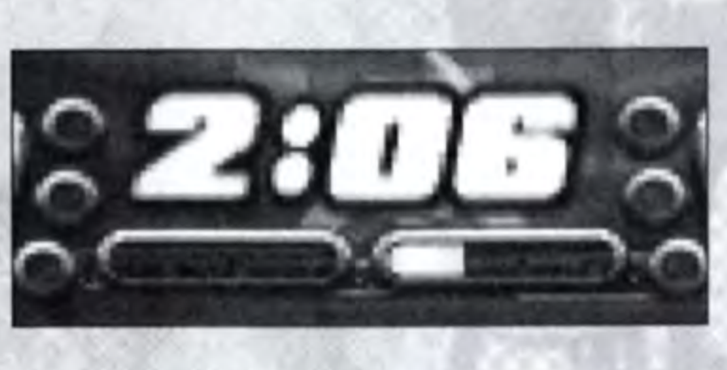
Stunning an Opponent

You can stun your opponent by throwing fast combos, inflicting a large amount of damage in a short stretch of time. When your opponent is stunned, stars will fly around his head as he staggers to regain his composure. Use this opportunity to throw a barrage of punches or to try a devastating super punch to knock him straight to the canvas.

Super Punches

Each boxer has two super punches at his disposal. These punches are truly devastating and can floor your opponent in one shot. Because these punches are so powerful, they tend to take a little longer to throw, leaving you open to a counter and costing a great deal of energy to attempt. Use your super punches wisely, and they will give you the edge at any point in a fight.

Audience Bar



Each player has a yellow Audience bar, located beneath the round timer. The bar gets filled up when your boxer performs combo punches that successfully land or dodges that make his opponent miss. If you play skillfully, the audience will get behind your boxer and cheer him on. When the bar is full, you can perform a triple super combo punch. Just use the same controls for throwing a normal super punch, except this time you will throw three massive super punches in a devastating combo.

Once the bar is full, the words SUPER X3 will appear on-screen and you will have 20 seconds in which to throw the triple super combo punch. After 20 seconds you will lose the chance to throw the combo and your Audience bar will go down.

Throwing normal super punches when the bar is not full will also reduce the bar.

FURY Mode

If you have been knocked down a few times and are only one more knockdown away from being KO'd, you can enter FURY mode. When your energy is 30% or lower, press the SELECT button. Once FURY mode is activated, it will last for 20 seconds and allow you to throw punches twice as fast with double their normal power. On the down-side, you cannot block, making you easy to hit if you don't go out aggressively and keep the pressure on. Use FURY mode wisely and you can come back from the jaws of defeat, but it won't be easy.

Blocking

You can block punches by holding down the L1 button. As each punch lands against your block, your block will begin to weaken and start to let punches through. You can tell how strong your potential block is by looking at how much your boxer sways after each hit. If he is only moving a little, then your block is still effective. When your boxer begins to rock more from each hit, your block effectiveness is decreasing, allowing more punches to land. At this point you should try to dodge and get away from danger. Releasing the Block button for a short time will allow your block effectiveness to recover and get you back into the fight.

Taunting

Taunting is a great way to rile your opponent and to get the fight going. It also has other beneficial factors. Press the SELECT button to start a taunt. If performed fully once each round, your boxer will receive a small increase to his Health and Punch Power meters.

Knockdown Screen

If your boxer has been knocked down, then you must tap the ⊗ button as fast as you can to regain your senses and to get to your feet. Once the bar at the bottom of the screen is full, the boxer will re-enter the fight. If you can't fill this bar before the count reaches 10, then your boxer has been knocked out and the fight is over.

Knockdown Count

The Knockdown Count only applies if the Three-Knockdown Rule is switched on in the Options menu. At the start of each round, all three TKO lights are unlit. Each time you're floored in a round, one of your TKO lights will be turned on. If your opponent manages to knock you down three times in one round, lighting all the lights, the fight will be stopped and you will lose by a Technical Knockout Decision.

End Game

The game will end if you become the champ in all four career paths, or if you lose too many fights and use up all three of your continues (these three continues are shared among the four legends).

Moves

Offense

ACTION	CONTROL
High Left Punch	□ button
High Right Punch	△ button
Low Left Punch	⊗ button
Low Right Punch	○ button
High Left Hook	up/down directional buttons + □ button
High Right Hook	up/down directional buttons + △ button
Low Left Hook	up/down directional buttons + ⊗ button
Low Right Hook	up/down directional buttons + ○ button
High Left Uppercut	R1 button (hold) + □ button
High Right Uppercut	R1 button (hold) + △ button
Low Left Uppercut	R1 button (hold) + ⊗ button
Low Right Uppercut	R1 button (hold) + ○ button
Super Punch (varies per boxer)	R1 button (tap) + □ button, △ button, ⊗ button, or ○ button
Triple Super Punch (varies per boxer)	R1 button (tap)

Defense

ACTION	CONT
Auto Guard – High or Low	L1 button (hold)
Bob Left	L1 button (hold) + up directional button
Bob Left & Left Head Hook	L1 button (hold) + up directional button + □ button
Bob Left & Right Head Uppercut	L1 button (hold) + up directional button + △ button
Bob Left & Left Body Hook	L1 button (hold) + up directional button + ✕ button
Bob Left & Right Body Uppercut	L1 button (hold) + up directional button + ○ button
Bob Right	L1 button (hold) + down directional button
Bob Right & Left Head Uppercut	L1 button (hold) + down directional button + □ button
Bob Right & Right Head Hook	L1 button (hold) + down directional button + △ button
Bob Right & Left Body Uppercut	L1 button (hold) + down directional button + ✕ button
Bob Right & Right Body Hook	L1 button (hold) + down directional button + ○ button
Duck Down	L1 button (hold) + right directional button
Duck Down & Left Head Uppercut	L1 button (hold) + right directional button + □ button
Duck Down & Right Head Uppercut	L1 button (hold) + right directional button + △ button
Duck Down & Left Body Hook	L1 button (hold) + right directional button + ✕ button
Duck Down & Right Body Hook	L1 button (hold) + right directional button + ○ button
Lean Back	L1 button (hold) + left directional button
Lean Back & Head Jab	L1 button (hold) + left directional button + □ button
Lean Back & Head Straight	L1 button (hold) + left directional button + △ button
Lean Back & Body Jab	L1 button (hold) + left directional button + ✕ button
Lean Back & Body Straight	L1 button (hold) + left directional button + ○ button
Dash Left	L1 button (hold) + R1 button (hold) + up directional button
Dash Right	L1 button (hold) + R1 button (hold) + down directional button
Dash Forward	L1 button (hold) + R1 button (hold) + right directional button
Dash Back	L1 button (hold) + R1 button (hold) + left directional button
Weave Left	L1 button (hold) + R1 button (hold) + up directional button (double-tap)
Weave Right	L1 button (hold) + R1 button (hold) + down directional button (double-tap)
Weave Right & Left Head Uppercut	L1 button (hold) + R1 button (hold) + □ button
Weave Left & Right Head Uppercut	L1 button (hold) + R1 button (hold) + △ button
Weave Right & Left Body Hook	L1 button (hold) + R1 button (hold) + ✕ button
Weave Left & Right Body Hook	L1 button (hold) + R1 button (hold) + ○ button

Misc.

ACTION	CONTROL
Pause Fight/Access Game Options	START button
Get Up from Knockdown	⊗ button (tap repeatedly)
Push Opponent	L1 button (hold) + SELECT button

Training Games

Apollo Sparring Game

This game uses standard in-game fight controls.

In Attack mode, land as many punches as possible on your sparring partner. Complete the combos for bonus points.

In Defense mode, stay within the colored circle and block or avoid as many punches as possible. Your defense bonus decreases if you punch your sparring partner while in Defense mode.

Clubber Chin-up Game

Tap the ⊗ button and ○ button alternately to make Clubber perform chin-ups as fast as possible. Quickly tap the ⊗ button and ○ button to raise yourself above the top guide bar. Stop tapping to come back down, and press the □ button when the slider passes over the bottom guide to complete the chin-up. Aim to get as close to the top and bottom guide bars as possible for the highest scores.

Drago Squat Push Game

Hold the L1 button or the R1 button to pump your left or right leg respectively until the red segment passes over the white bar. Release the buttons as close to the white bar as possible to score. Extra points are awarded for performing well-timed squats. Your squat speed will increase during the training session.

Skipping

Tap the ⊗ button as you pass through the stationary target to skip. Hold the L1 button to activate combination skips. Press the appropriate buttons in order to complete a combo. Successful combos increase your skipping speed. Release the L1 button to slow down. Extra points are awarded for performing well-timed skips and combos.

Heavy Bag

Move around the bag, practicing your moves using standard in-game fight controls. Only punches thrown from within the green zone on the floor will score. Achieve higher scores by throwing successful combos from the list on the left-hand side of the screen.

Speed Bag

Listen to your trainer calling out which punches to throw. The ⊗ button and the ○ button throw left and right punches respectively. Alternate the buttons for doubles and one-twos. Keep the speed indicator within the moving markers to score. The speed of the bag

increases when the speed indicator is in the right half of the marker zone.

Sit-ups

Rhythmically tap the ⊗ button and ○ button to perform sit-ups. Tap the buttons quickly to get "in the zone" and to score more points. Tap too fast and you'll burn out, sapping your energy level. Keep an eye on your stamina bar and slow your sit-ups down to recover.

Punch Mitts

Respond to the punch moves your trainer calls out. Use the on-screen icons as a guide, and press the corresponding buttons to hit the pads. Fast reactions achieve higher scores. The difficulty level will be stepped up by your trainer as you land successful punches.

Hint: Perfect hitting earns bonus points.

Chase the Chicken

Use the left analog stick or directional buttons to control Rocky's movement. Press the ⊗ button to dive and the ○ button to grab. Try to catch all the chickens before the timer runs out.

Hint: Use slow movement to get close to the chicken before attempting a grab.

ROCKY LEGENDS™

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PROOF OF PURCHASE

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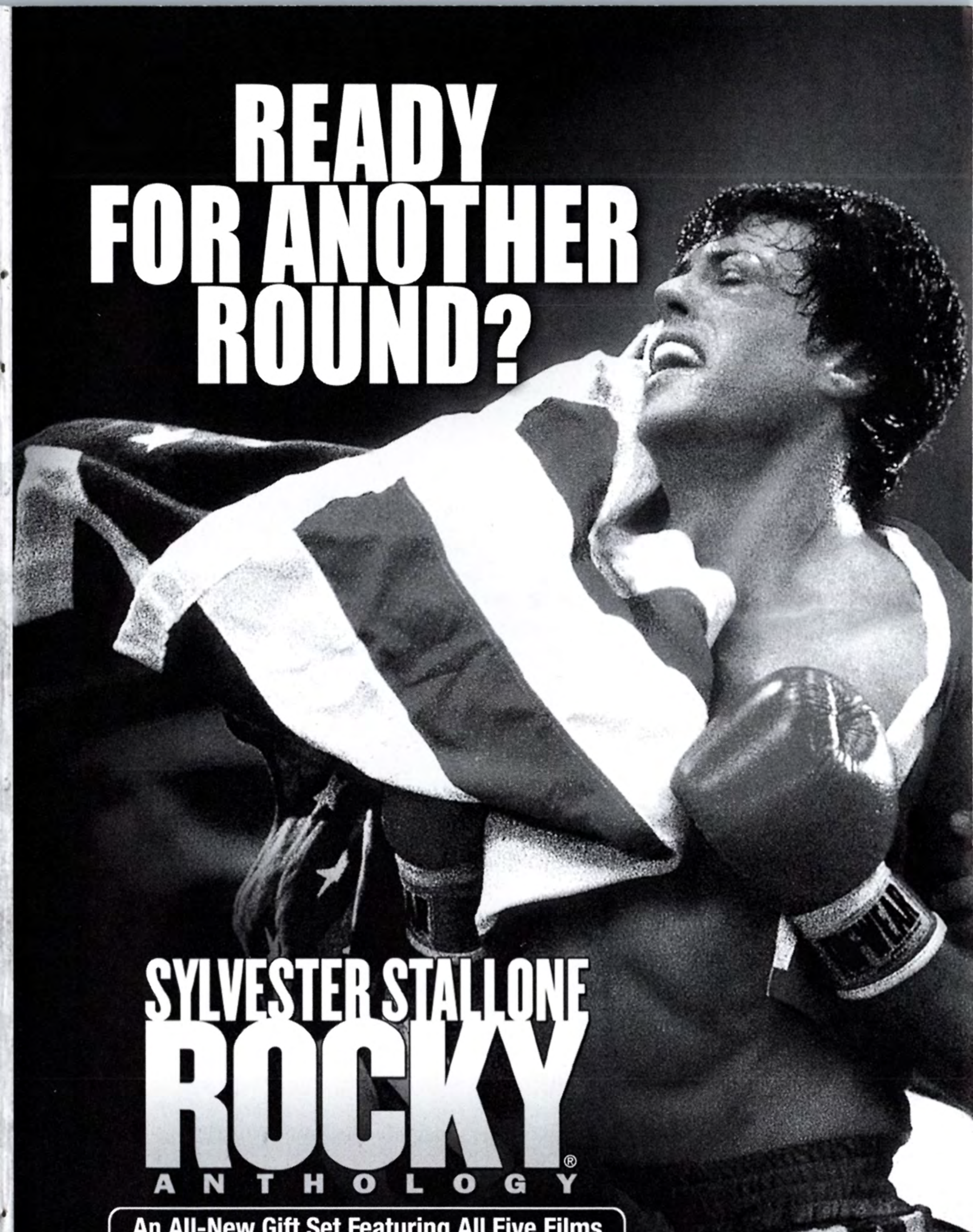

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TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com.**

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at **http://support.ubi.com.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

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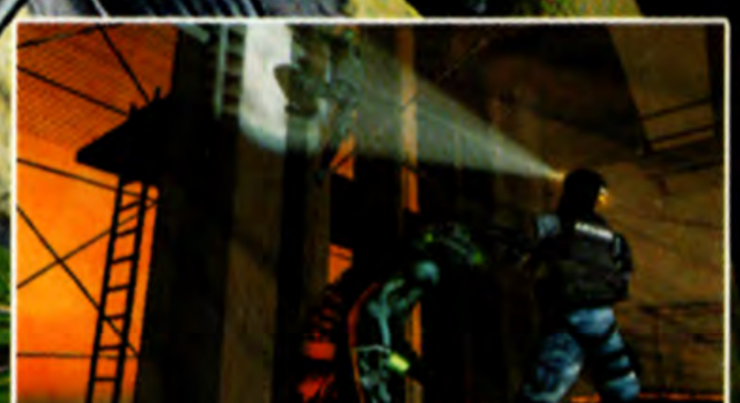

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PlayStation.2

UBISOFT™

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Buy online and avoid the lines with **FREE 2-day shipping** from the Ubisoft Store. Enter 2DAYFREE at checkout! Spend your time playing this game, while we deliver the next one, shipped FREE!

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